# Animal chase

## Introduction

The game will be built by using the assets given from the Unity Learn - Junior Programmer.

## Concept

### Player control

The player will control a character that will continuously run from left to right in a side view game, the player has 3 lanes that he can move up and down with, using the arrow keys and can also run faster and slower using the arrow keys. The player can also jump using the space bar.

### Basic Gameplay

In the game objects will appear, moving from right to left on the screen, the player has the decision to jump over the object or to move away from it. The objects must be used to destroy the animals chasing the player. The player and the enemies both have health, when the player or the animal hits an object the health would be reduced. The score will increase as the player collects the coins.

### Sound & Effects

Sound effects will be used when the player jumps, runs, collect coins, collect powerup, crash or been attacked by the animals.

Particle effects will be used when crashing into a box, been attacked, collect coins, collect powerup, while running, or when the animals crash into an object.

### Gameplay Mechanics

As the game progresses, the player moves faster, making it difficult dodge the objects, at the near end of the level a boss fight will occur.

### User Interface

#### Main menu

Play > Name > Character select > Level select

Options > Audio + Controls + Back

Exit

#### In-game UI

Time

Score

Health

Current Powerup

#### Pause Menu

Continue

Options > Audio + Controls + Back

Exit

#### End Game

Restart

Exit

### Levels

Level 1 - City:

Dogs chasing player

Dogging Barriers

Level 2 - Town:

Farm animals chasing player

Dogging Barrels and Crates

Level 3 - Woods:

Forest animals chasing player

Dogging Rocks and Tree logs

### Powerups

Dropping balls that does damage to the animals.

Shield that will grant immunity (star)

Heal (Food)

Thunder (Maybe)

Bomb

## Programming

## Scripts layout

AI

Animals

Attack when close

Follow Player

Run closer to player, sometimes

Control Health

Obstacles

When hit it does damage and gets destroyed

Moves left, and speed changes when game progresses

Spawns

Player

PlayerController

Player movement

Control Powerups

Control Health

PowerUp

Gets destroyed when player hits it

Activate picked up powerup

GameManager

Control the scenes

Control the game states

Control the gameplay

Load/Saves high scores

UI

UIManager

MainMenu

PauseMenu

EndGameMenu

InGameUI

Utils

Singleton